

FM 21-100

Brothers In Arms Road to Hill 30™

WAR DEPARTMENT

BASIC FIELD MANUAL
&
SOLDIER'S HANDBOOK

November 7, 1941

Matt Baker
502 3/3



UBISOFT™

gearbox
software

Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-52888-ANZ

1 - 2 Players • Memory Card (8Mb) (for PlayStation 2®): 75KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible • Network Adaptor (Ethernet) (for PlayStation 2®) Compatible: 2 - 4 players.

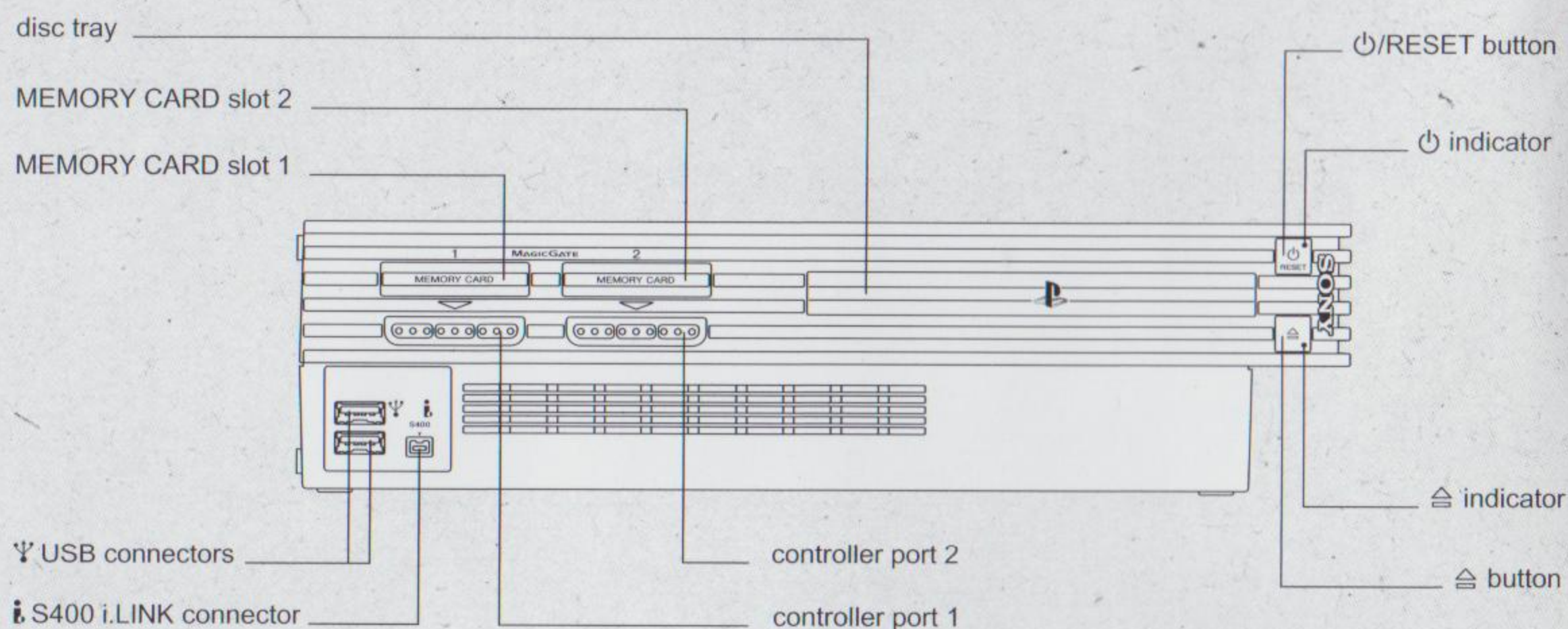
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GETTING STARTED



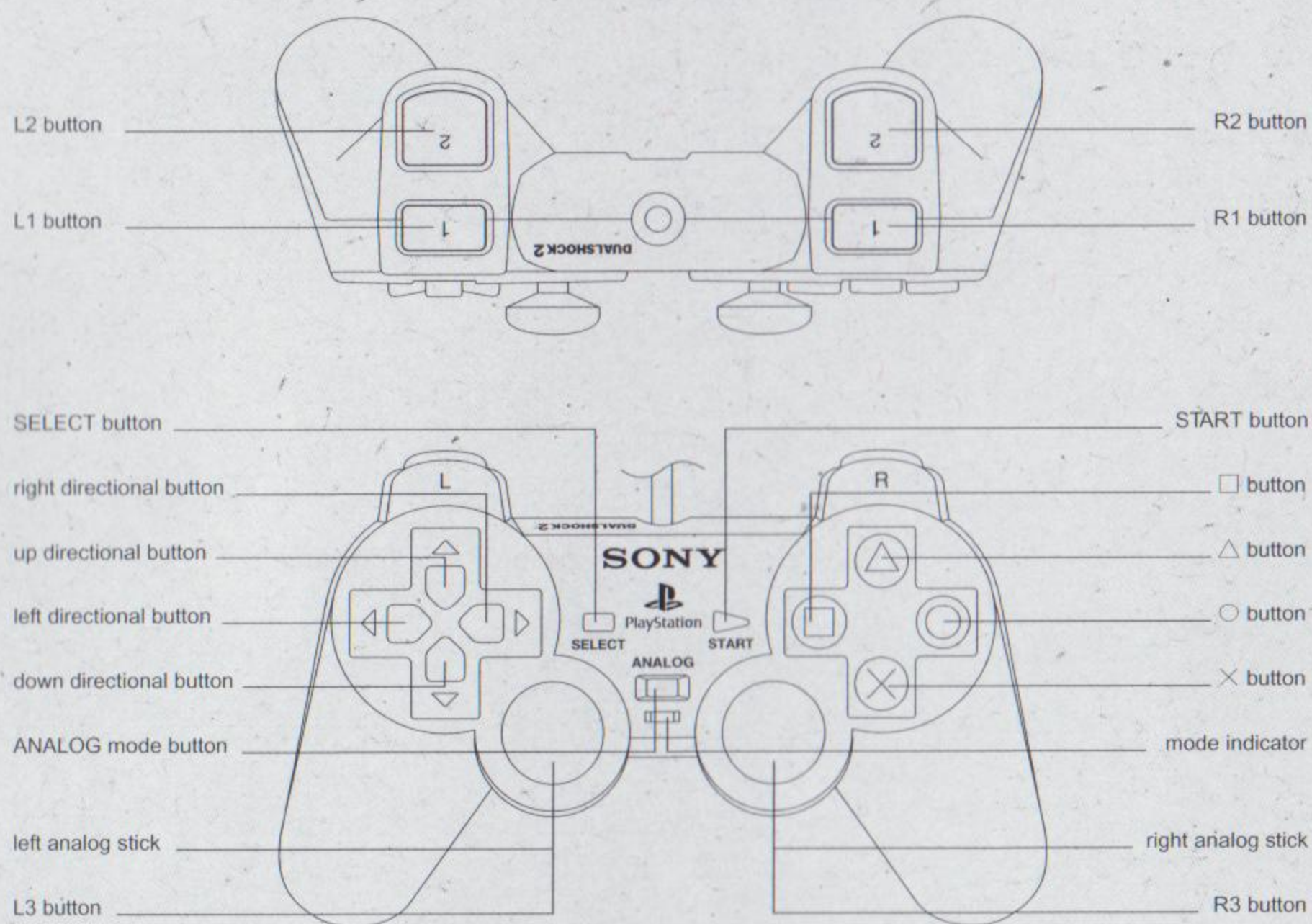
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the ⏻-button. When the △ indicator lights up, press the △-button and the disc tray will open. Place the BROTHERS IN ARMS Road to Hill 30™ disc on the disc tray with the label side facing up. Press the △-button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

memory card (8MB) (for PlayStation®2)

- To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card, or from any memory card (8MB) (for PlayStation®2) containing previously saved BROTHERS IN ARMS Road to Hill 30™ games. At least 75 KB of free space must be available on the memory card (8MB)(for PlayStation®2) in order to save. If less free space exists, erase older data before saving. Do not remove the memory card (8MB)(for PlayStation®2) or turn off the power to your console while data is being saved or loaded. Your game data may be lost if you do.

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CHAPTER I
PLAYER CONTROL



Player Movement/Action

- Move/Strafe
- Turn/Aim
- Crouch (Toggle)
- Reload
- Fire Weapon
- Zoom Weapon (Toggle)
- Switch Weapon
- Throw Grenade
- Pause Menu
- Situational Awareness Mode
- Melee
- Action/Jump

- Left analog stick
- Right analog stick
- L3 button
- button
- R1 button
- R3 button
- R2 button
- △ button
- START button
- SELECT button
- button
- × button

Squad/Tank Commands

- | | |
|----------------------------|--|
| Move to Position | Hold L1 button, Direct to Position w/ right analog stick, Release |
| Fire Upon/Suppress Enemy | Hold L1 button, Direct to Enemy w/ right analog stick, Release |
| Rush/Attack Enemy Position | Hold L1 button, Direct to Enemy w/ right analog stick, Press R1 button |
| Squad Fall In | Down directional button |
| Squad Fall Out | Up directional button |
| Switch Squad | Left/Right directional button or L2 button |

Situational Awareness Mode

- | | |
|------------------------------|-------------------------------|
| Cycle Targets | Left/Right directional button |
| Zoom on Target (Toggle) | R3 button |
| Rotate/Tilt Camera on Target | Left analog stick |

QUICK START GUIDE

STARTING A SINGLE-PLAYER CAMPAIGN

Throughout missions the term 'Quick Saving' is displayed. This is referring to the title Quick Saving to the Console's internal memory and not to the memory card (8MB) (for PlayStation®2). Therefore a manual save is still required if the user wishes to save game data to the memory card (8MB) (for PlayStation®2).

Create a NEW PROFILE

Select SINGLE PLAYER, NEW GAME, then select a difficulty setting, EASY, NORMAL, DIFFICULT, or AUTHENTIC, to start the campaign.

Note: Default difficulty setting is NORMAL.

STARTING A SPLIT-SCREEN MULTIPLAYER GAME

Select MULTIPLAYER from the Main Menu

Select SPLIT SCREEN

Select a MISSION to start a game

STARTING A MULTIPLAYER GAME ON UBI.COM

Select PLAY ONLINE

Select your NETWORK CONFIGURATION

(for more details, read the "Setting Up for Online Play" instructions below)

Create / Select your ubi.com account

Join a LOBBY to JOIN / CREATE a game

SETTING UP FOR ONLINE PLAY

BROTHERS IN ARMS Road to Hill 30™ Online functions only through a broadband (DSL or cable modem) connection.

Network Configuration

A memory card (8MB)(for PlayStation®2) with a valid your network configuration file is required to play BROTHERS IN ARMS Road to Hill 30™ online. Before playing online, a valid your network configuration file must

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be created and saved on the memory card (8MB)(for PlayStation®2) using your Network Access Disc, which is included with your Network Adaptor (Ethernet) (for PlayStation®2).

Network Adaptor (Ethernet)(for PlayStation®2)

A Network Adaptor (Ethernet) (for PlayStation®2) is required to play online. Install the Network Adaptor (Ethernet) (for PlayStation®2) into your console according to the instructions in its instruction manual. A memory card (8MB) (for PlayStation®2) with a valid Your Network Configuration file is required to play online.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved. Install the Network Adaptor (Ethernet)(for PlayStation®2) in your console according to the instructions in its Instruction Manual. Ports 3658 and numbers 10070 to 10080 are used (in UDP protocol) by the game. Ports number 40000 to 42999 and 6668 are used (in TCP protocol) for connection to ubi.com™. Ports 41006, 4400 and numbers 45000 to 45001 are used (in UDP protocol) for connection to ubi.com. So, if you have a firewall, you must open these ports. If you use a router with a single IP address, you must route these ports to your console.

Troubleshooting

If a connection to the network cannot be established:

- Ensure that your console is correctly switched on.
- The Network Adaptor (Ethernet)(for PlayStation®2) is not properly installed in the console. Check that the Network Adaptor (Ethernet)(for PlayStation®2) is properly installed.
- The network is busy. Wait a few minutes, and try to access the network again.
- Check that the network cable is properly connected.

The communication function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see LIBEENET.TXT in the disc.

SCREAMING EAGLES

The 101st Airborne Division (Air Assault) of the United States Army, nicknamed the "Screaming Eagles", was activated on August 15, 1942. On August 19, its first commander, Major General William C. Lee, promised his new recruits that the 101st had a "rendezvous with destiny". General Order Number Five, which gave birth to the division, read:

"The 101st Airborne Division, activated at Camp Claiborne, Louisiana, has no history, but it has a **rendezvous with destiny**. Like the early American pioneers whose invincible courage was the foundation stone of this nation, we have broken with the past and its traditions in order to establish our claim to the future."

"Due to the nature of our armament, and the tactics in which we shall perfect ourselves, we shall be called upon to carry out operations of far-reaching military importance and we shall habitually go into action when the need is immediate and extreme."

-Major General U.S. Army
William C. Lee

Maj. Gen. U.S. Army
William C. Lee

WHEN I WAS MADE
PLATOON SERGEANT MY
CO GAVE THIS TO ME
Now I'm GIVING IT
TO YOU -MAC

IN THE SHORT HISTORY OF HUMAN EXISTENCE,
THE COURAGE OF MEN HAS BEEN CALLED UPON
FROM TIME TO TIME TO STOP TYRANNICAL
EVILS FROM STRIPPING AWAY OUR FREEDOMS
AND OUR WAY OF LIFE.
THIS TIME, SADLY, IS YET AGAIN AT HAND.
TYRANNY HAS WALKED UP TO OUR DOORSTEP
AND KNOCKED SO LOUDLY THAT IT WOULD
BE IMPOSSIBLE TO NOT ANSWER BACK
WITH A YELL SO POWERFUL THE ENEMY
WOULD HAVE NO CHOICE BUT TO FLEE
IN TERROR.
YOU BRAVE YOUNG SOULS ARE THAT YELL.
YOU BRAVE YOUNG SOULS ARE THAT POWER.
YOU ARE BEING CALLED UPON TO
ANSWER BACK.

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CHAPTER IV

CHARACTERS

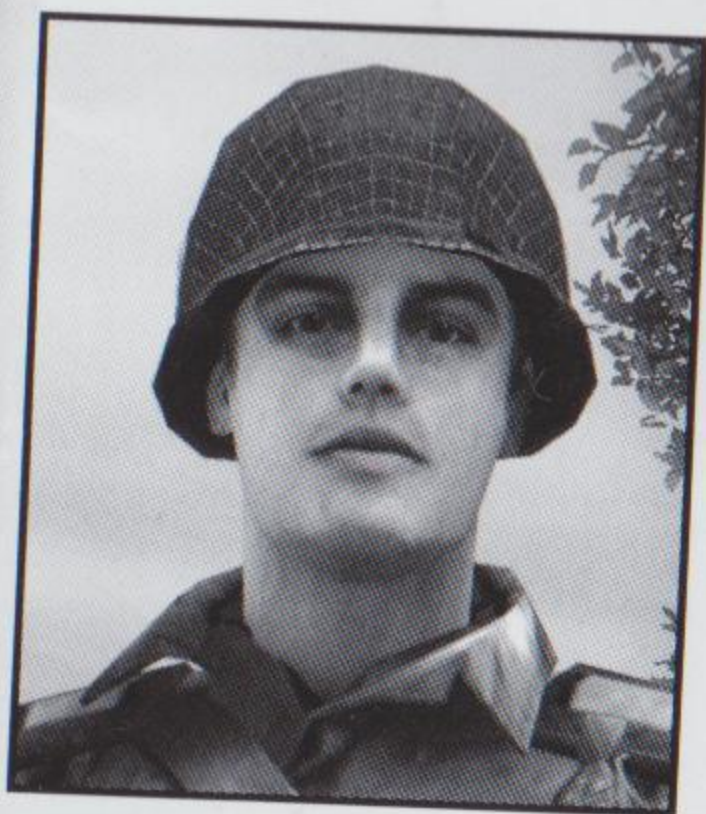
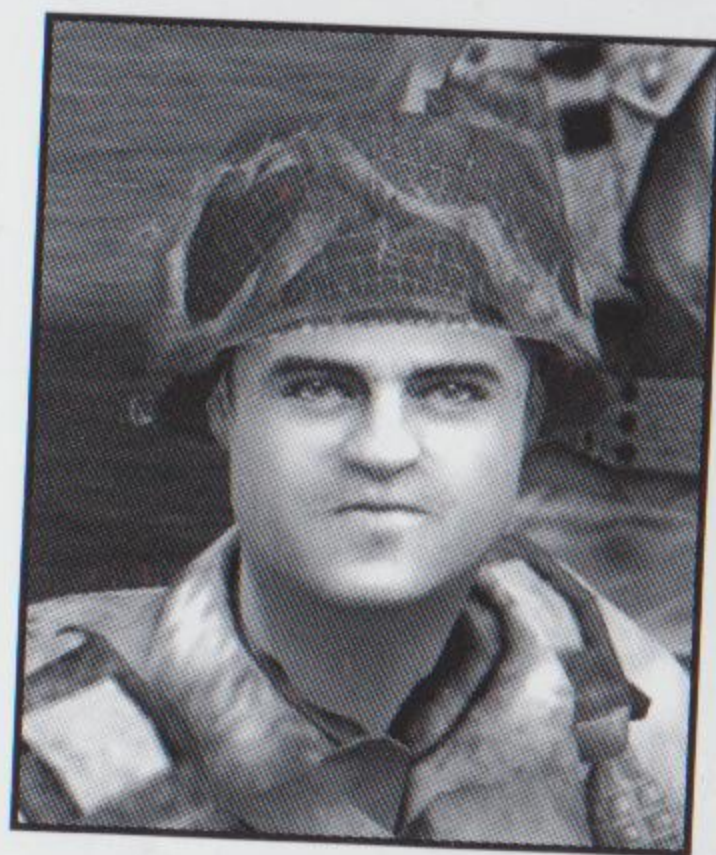


SGT. BAKER

Sgt. Matt Baker is a soft-spoken young man who grew up in St. Louis, Missouri. When the war started he volunteered to be a paratrooper, but never expected to lead his squad.

STAFF SERGEANT HASSAY

Sgt. Greg "Mac" Hassay is a professional soldier who joined the Army before the war. He is a tough leader and excellent tactician. He tells his men to "Shoot first - it pisses the enemy off long enough to make the second shot count!"



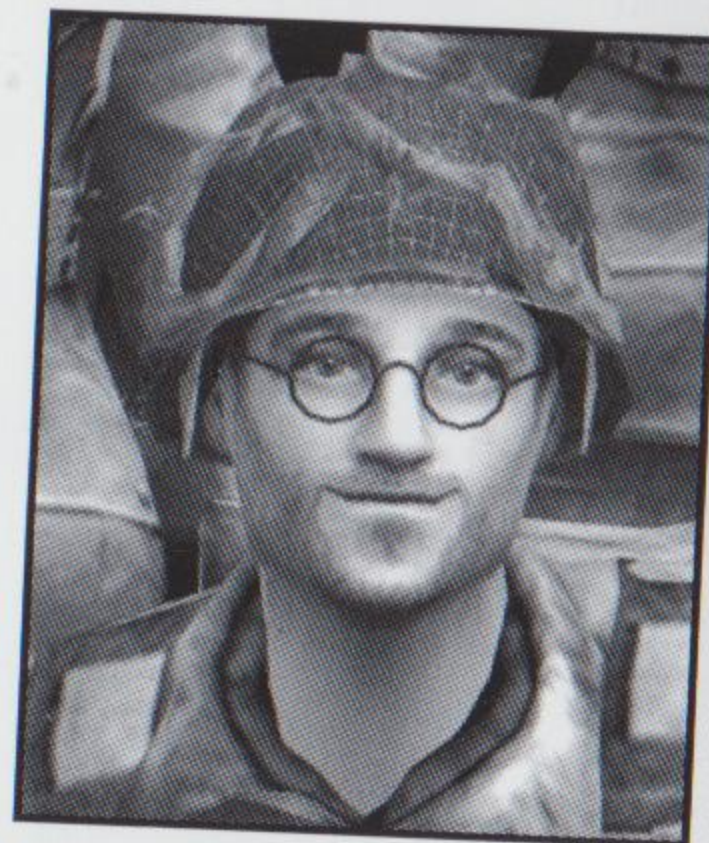
CPL. CORRION

Cpl. Sam Corrion is a tough worker who spent his days before the war earning a living at a textile mill. He's also a weapons expert who is fluent with both American and German small arms.

WE'LL ALL MAKE IT HOME TOGETHER MATT.

PVT. LEGGETT

Pvt. Kevin "Legs" Leggett is the radio operator hailing from Brooklyn, New York. Leggett is fond of quoting obscure poetry and thinks that all stories should have happy endings. He's just now started to realize that in war, the story often ends differently.



FEAR NOT WHAT WE ARE, BUT FEAR WHERE WE ARE HEADED

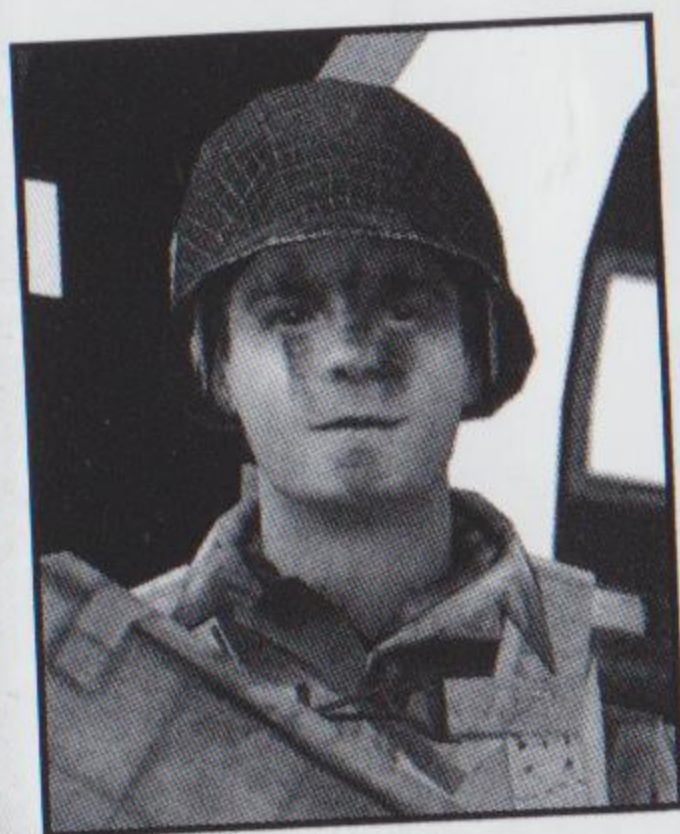
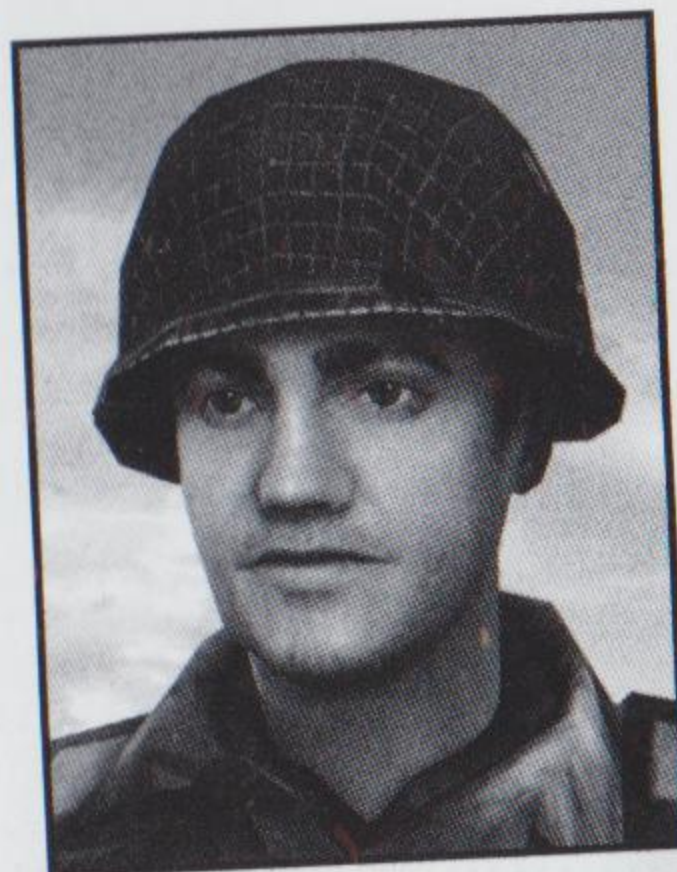


CPL. HARTSOCK

Prior to enlisting, Cpl. Joe "Red" Hartsock spent most of his adult life working on his father's land in Laramie, Wyoming. He has a wife, Erma, and a daughter, Carol, back at the family ranch. Red wants to win the war so he can get back home to his family.

PVT. DESOLA

Pvt. Michael Desola has three passions in life; fighting the Germans, playing baseball, and Italian food. He wants to go back to Philadelphia and one day take over his family's Italian restaurant from his father.

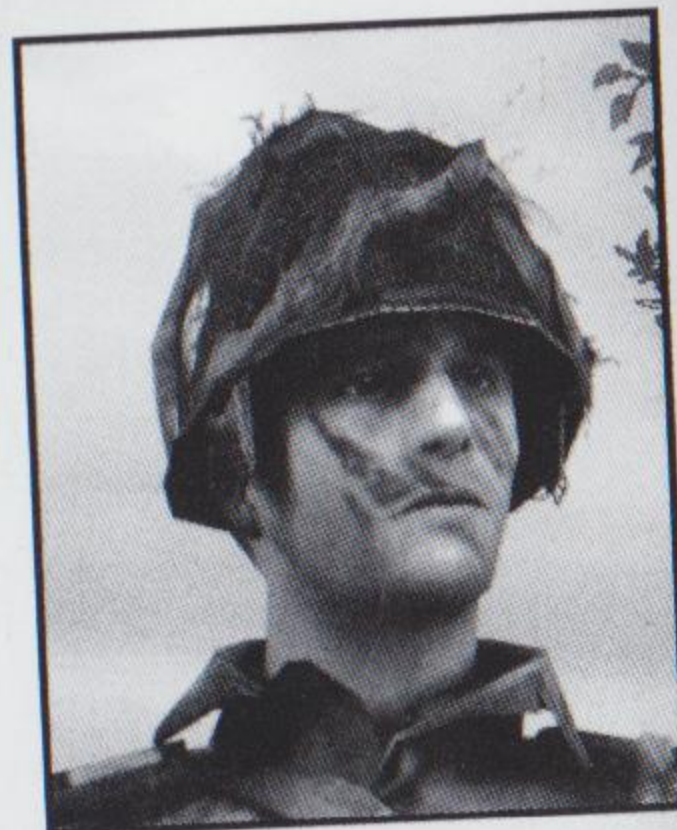


PVT. ALLEN

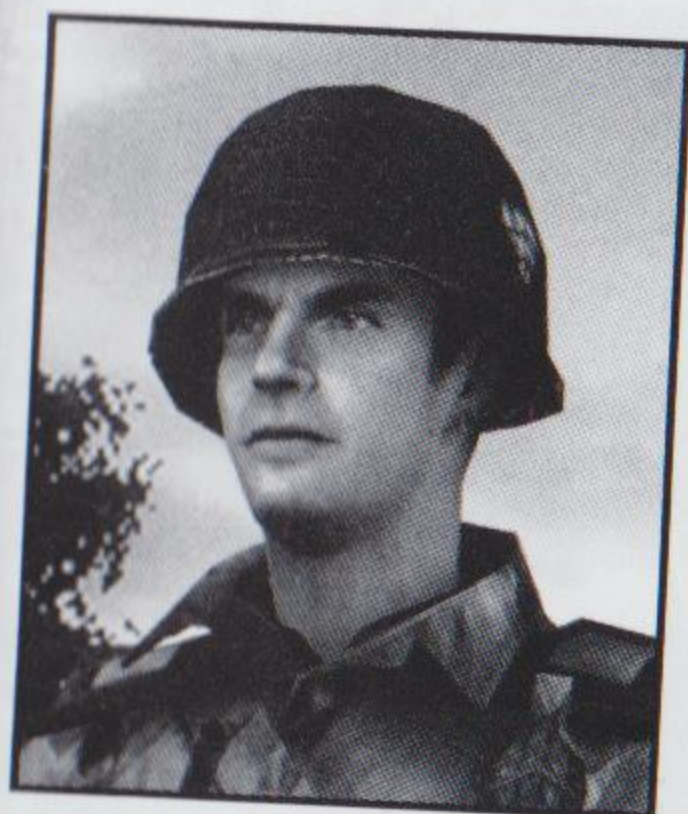
Pvt. Larry Allen joined up right after high school and struck up an immediate friendship with Pvt. Garnett in boot camp. They're rarely seen apart and pride themselves on their ability to find the humor in any situation.

PVT. GARNETT

Pvt. Michael Garnett jokes to everyone he's the "boy from Nowhere, Kentucky." He worked as a dock worker on the Ohio River before signing up for the Army. He met Pvt. Allen his first week in boot camp, and they've been close friends ever since.



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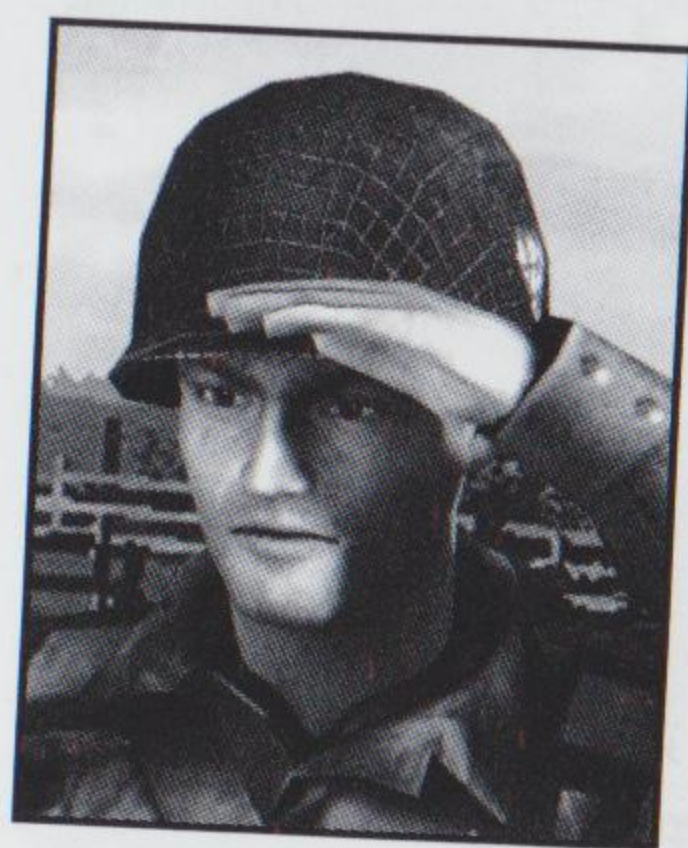


CPL. COURTLAND

PFC Jack Courtland is a younger man from Richmond, Virginia who enjoys playing baseball in his offtime. He tells everyone that someday he will be a professional ball player - catcher for the New York Yankees.

PVT. OBRIESKI

Pvt. Stephan "Obi" Obrieski is a Polish immigrant who volunteered for the paratroopers to prove he is an American. He hope to rescue his family from Poland after the war... if they survive Nazi occupation.



PVT. JOHNNY RIVAS

Pvt. Johnny Rivas is always sketchbook...



SGT. RISNER

Sergeant George Risner was born in St. Louis, Missouri. Risner volunteered for the U.S. Army with Matt Baker after graduating from High School. Because of a knee injury during basic training, Risner was unable to join the paratroopers and was separated from his friend Matt. Risner joined the tank corps instead, and became the commander of an M5 Stuart tank in the 70th Tank Battalion. Matt was reunited with George in England, but then separated during the invasion - the paratroopers went in by air, the tanks by sea. They will meet again on the battlefields of Normandy.



I CAN'T BELIEVE WE'RE REALLY GOING. THIS IS IT, MY SCRIBBLE HERE COULD BE THE ONLY THING YOU'LL HAVE TO REMEMBER ME BY. JUST REMEMBER I LOVE YOU LIKE A BROTHER, AND I WAS ALWAYS BETTER AT BASEBALL.

128 - GEORGE

g his
ver is
he'll jump
always



BROTHERS IN ARMS Road to Hill 30™

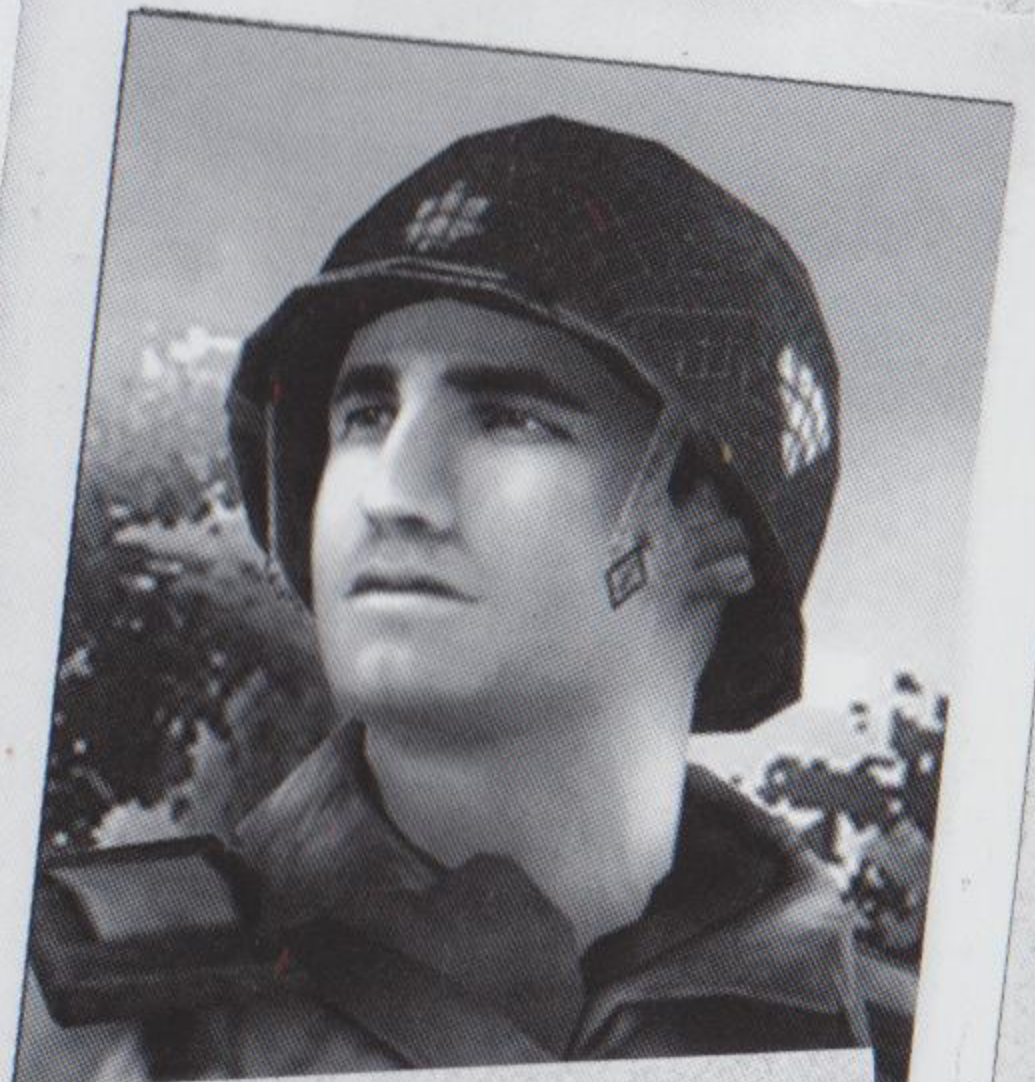
ALLIED COMMANDERS:

GENERAL EISENHOWER

General Dwight Eisenhower was the Supreme Allied Commander of the Allied Expeditionary Force that invaded Normandy, France on D-Day, June 6, 1944.



Lt. COLONEL COLE Lieutenant Colonel Robert Cole was the commander of the 3rd Battalion, 502nd Parachute Infantry Regiment of the 101st Airborne Division.



SUPREME HEADQUARTERS ALLIED EXPEDITIONARY FORCE



Soldiers, Sailors and Airmen of the Allied Expeditionary Force!

You are about to embark upon the Great Crusade, toward which we have striven these many months. The eyes of the world are upon you. The hopes and prayers of liberty-loving people everywhere march with you. In company with our brave Allies and brothers-in-arms on other Fronts, you will bring about the destruction of the German war machine, the elimination of Nazi tyranny over the oppressed

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CHAPTER V

ALLIED WEAPONS

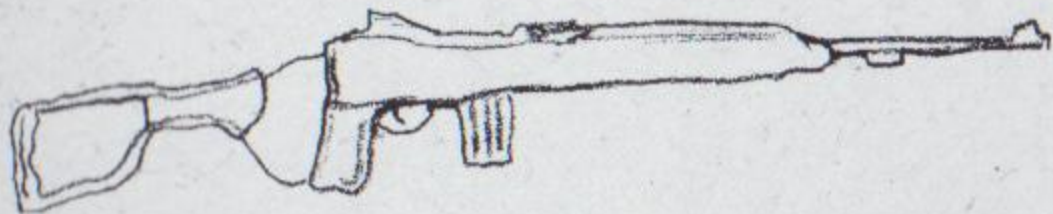
While playing BROTHERS IN ARMS Road to Hill 30™, you can carry up to two weapons at a time, such as pistols, rifles, sub-machine guns and rocket launchers. You will start each mission with a set of weapons, but additional weapons might be found at re-supply drops, ammo dumps, or dropped from the hands of fallen comrades.

.45 SEMI-AUTOMATIC PISTOL



The standard side-arm of American soldiers since the early 1900s, the .45 is the handgun choice of many soldiers. It is a semi-automatic weapon with a seven-round magazine, plus one in the chamber, and an effective range of about 80 feet.

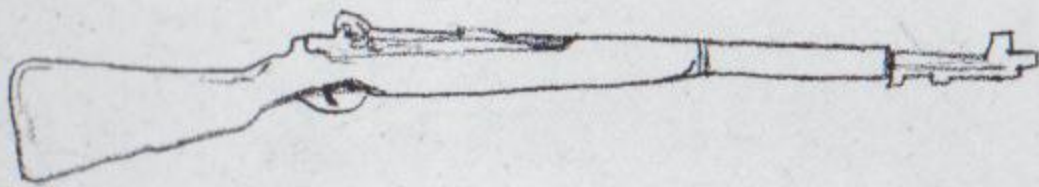
M1 CARBINE SEMI-AUTOMATIC RIFLE



The M1 Carbine is a .30 caliber semi-automatic shoulder weapon. The carbine has twice the magazine capacity of a .45, and its accurate range is far greater than any

pistol - carbines are accurate to at least 600 feet (many times the range for a pistol). It is also smaller and lighter than the M1 Garand, making it an effective medium range light infantry weapon.

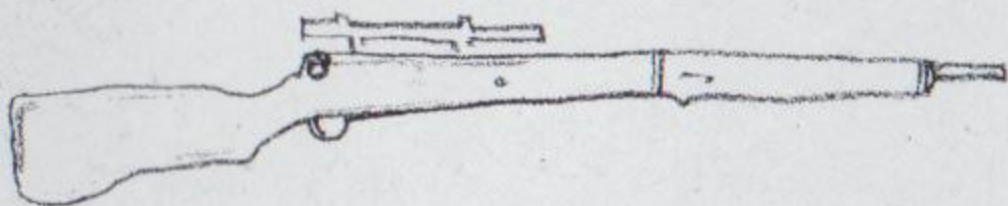
M1 GARAND SEMI-AUTOMATIC RIFLE



The M1 Garand rifle was the standard weapon of the US infantry soldier in World War II. It is semi-automatic, self-loading shoulder weapon fed by a clip that holds

eight .30 caliber rifle cartridges. The Garand has a muzzle velocity of 2,760 feet per second, and an effective range of about 1300 feet.

M1903 BOLT-ACTION RIFLE



The M1903 is a bolt-action magazine rifle was used by the United States Army during the First and Second World Wars. It can be individually loaded with up to 5

.30 caliber rifle rounds. The M1903 rifle remained the US standard rifle until 1936, when it was replaced by the M1 Garand. This scope-mounted version was primarily used by snipers during WWII, with deadly accuracy.

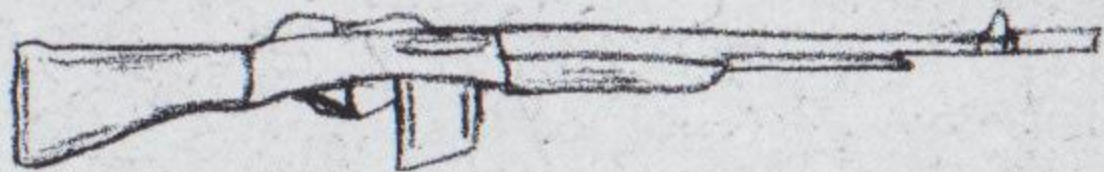
M1A1 SUB-MACHINE GUN



The M1A1 Sub-Machine gun, popularly known as the Tommy Gun, was the all-round field weapon of choice for most infantry NCOs. Fully automatic, the M1A1 fires between 600 and 700 .45 caliber

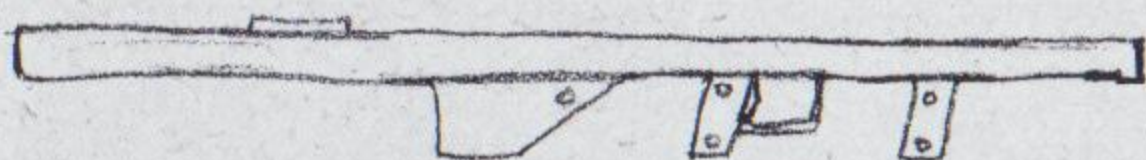
rounds per minute from a 30-round magazine. Soldiers carried magazine pouches on their belts that held up to three magazines, others carried ammo vests that would hold up to 8. The M1A1 is primarily a close-range weapon.

M1918 BROWNING AUTOMATIC RIFLE (BAR)



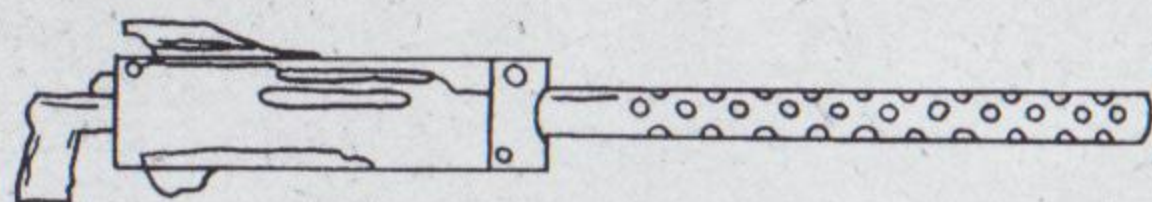
The BAR (M1918) is often praised as one of the best weapons ever used by the US Army. It may be fired from the shoulder or from the hip, and uses the same .30 caliber ammunition as the M1 Garand and M1 Carbine. The BAR can fire 450 rounds per minute, at an effective range of about 1800 feet, but is usually fired in short bursts for better accuracy. It is a heavy infantry weapon that requires specialized training to use.

M9A1 BAZOOKA



Officially titled the M9A1 Rocket Launcher, this weapon consists of a smoothbore steel tube about 5 feet long, open at both ends, and equipped with handgrip, shoulder rest, trigger mechanism, and sights. The Bazooka was developed chiefly for attacking tanks and fortified positions at short range (less than 350 feet). It launches a 3.5-pound rocket which carried 8 ounces of pentolite, a powerful explosive that could penetrate as much as 5 inches of armor plate. To escape back blast, the operator holds the bazooka on his shoulder with about half the tube protruding behind him.

M1919A4 BROWNING LIGHT MACHINE GUN



An Allied weapon, the M1919 is a tripod-mounted light machine gun, which uses an air-cooled barrel and operates on a recoil system to chamber rounds between firing. Fully automatic, the M1919A4 fires 400 to 550 .30 caliber rounds per minute at a range of 1500 feet or more.

MARK II A1 FRAGMENTATION GRENADE



Allied fragmentation hand grenades, or "pineapples," contain an explosive charge in a metal body, designed to break into fragments upon the charge exploding. They have a killing radius of 15 to 30 feet. Normally thrown less than 100 feet, that means 'duck' until they explode, and the time delay after pulling the safety pin is about 4 seconds

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EXPLOSIVES DEVICES

During specific mission in Brothers In Arms, you will be required to use explosive devices to destroy key objectives in order to complete your mission. In a mission where explosives are used, at the point where you need to place your explosive charge you will see a hint on the screen. When you see this happen, press the action button (default is **X** button) until Baker has armed the explosive and placed it on the objective.

VEHICLES

There are a number of Allied and German vehicles in Brothers In Arms that can be found throughout the various missions. Two of these, at various points in the game, will be attached to your command, and you have the ability to command them in battle in a similar fashion to how you command your infantry squads. Like your squads, tanks will follow your orders, but will also automatically defend themselves and open fire on enemies they encounter.

M5A1 STUART TANK

The 15-ton M5A1 "Stuart" light tank, introduced in early in 1943, had a 37-millimeter gun fitted in the turret, a .30 caliber machine gun in the bow, a .30 caliber machine gun mounted coaxially with the 37mm cannon and a .30 caliber machine gun on the top of the turret. This light tank is fast and light, and used primarily for scouting and reconnaissance missions. It was not designed to battle head-to-head with most German tanks.



M4A1 SHERMAN TANK

The 30-ton American M4 "Sherman" medium tank was the primary tank of the Allied armies. Mechanically reliable, the Sherman had a 75-millimeter gun fitted in the turret, a .30 caliber machine gun in the bow, a .30 caliber machine gun mounted coaxially with the 75mm cannon and a .50 caliber machine gun on the top of the turret. The 75mm main gun could fire several types of rounds, including high explosive, shot and white phosphorus shells.



ENEMY TROOPS

CONSCRIPTS

German military conscripts are the main enemy force in Normandy and other regions of occupied France. These minimally-trained German troops are expected to fight from behind concrete fortifications and to gain time for the infantry and mobile troops to arrive and repel an invading force. During its conquest of Europe, Germany has conscripted "volunteers" from France, Italy, Croatia, Hungary, Romania, Poland, Finland, Estonia, Latvia, Lithuania, Asian Russia, North Africa, Russia, Ukraine, and even India. These conscripts form the Ost (East) battalions and have been sent to guard the western front in Europe to free better-trained German troops for the fight against the Soviets. Despite their low status, however, these troops have the capability to inflict severe casualties on an invading Allied forces.



INFANTRY

The German 91st Infantry Division are steady, well-trained troops who are ferocious defenders. Each 9-man squad is comprised of an NCO, a 5-man rifle element, and a 3-man light machine gun team. At the squad level, teams focus on the MG42 machine gun section. The NCO is also often armed with an MP40 machine pistol. Better-trained than conscripts, these soldiers form the core of the German infantry forces in occupied France.



PANZERGRENADIERS

The Panzergrenadier units are highly-trained mechanized infantry soldiers that work closely with German tanks. The successful military record of the Panzer divisions is due to their ability to combine the actions of Infantry, Armor, and Artillery into a combined fighting force. The Panzergrenadiers provide close support for the German tank divisions. These soldiers have the most firepower and greatest mobility of any German force in Normandy.



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FALLSCHIRMJÄGER

The elite of the German infantry, the 6th Parachute Regiment and 3rd Parachute Division (Fallschirmjäger) are the most elite infantry the Germans have in Normandy, and are armed with the newest and best weapons in the German army. A parachute infantry squad consists of eleven men, with three squads per platoon. The Fallschirmjäger squad is similar that of to the standard German infantry, but with two extra men who carry a second light machine gun. They also utilize armored elements such as tanks, assault guns, and anti-tank guns.



ENEMY WEAPONS

At the present time, there is little information available regarding German infantry weapons. It is known that the forces occupying Normandy have access to several types of pistols, sub-machine guns, rifles, and anti-personnel/anti-armor explosive devices, but the exact details of those weapons is currently unknown.



TOP SECRET -- BIGOT -- NEPTUNE

To all personal:

Regarding German Weapons:

The following chart was created from captured weapons over the past few months of the latest missions by special forces units.

It is imperative that you learn every weapon to memory....your life may depend on it.

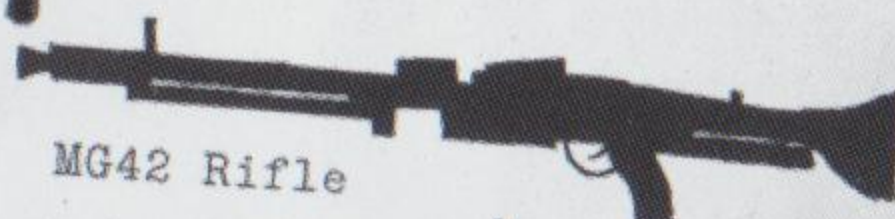


Walther P38
Semi-Automatic Pistol

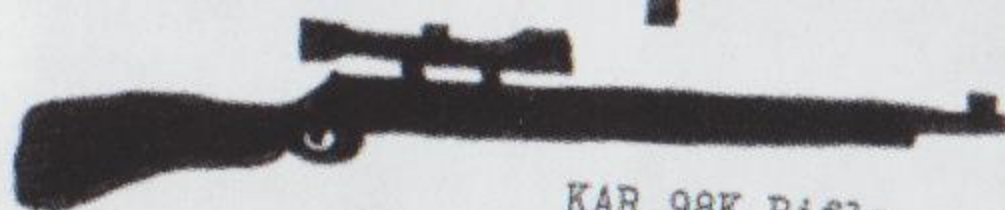


MP44 Sturmgewehr
Assault Rifle

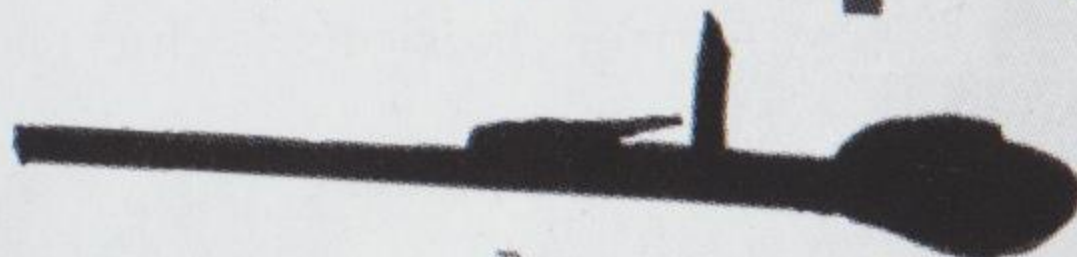
MP40
Sub-Machine Gun



MG42 Rifle

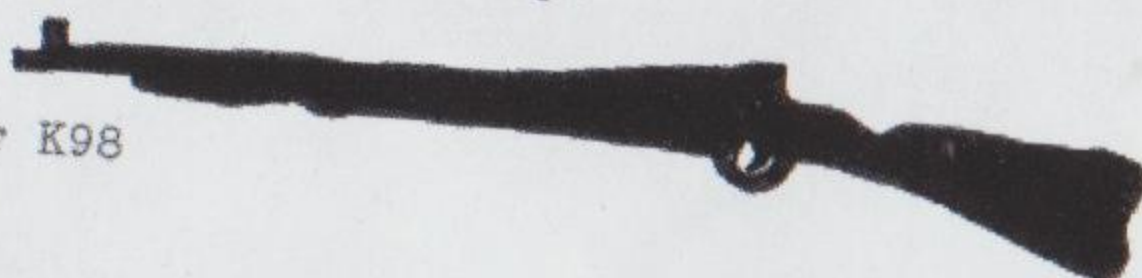


KAR 98K Rifle
with Scope



Panzerfaust 60
Rocket Launcher

Mauser K98
Rifle



Stielhandgranate 24
HE Stick Grenade

GETTING STARTED

MAIN MENU

The main menu will appear once the introductory sequence has played. The main menu consists of the following options:

SINGLE PLAYER

Choose this option to begin a new single player game, continue your previous campaign from your last saved checkpoint, or load a previously completed level.

MULTIPLAYER

Choose this option to begin a Split Screen game or a Ubi.com on-line game.

OPTIONS

Choose this option to adjust your controller, audio, video, or general game settings.

EXTRAS

Choose this option to view bonus material and content unlocked from the game. You can unlock extras by completing chapters in the single player game on various levels of difficulty.

SOLDIER'S HANDBOOK

CHAPTER VII

SINGLE PLAYER MENU

When playing BROTHERS IN ARMS Road to Hill 30™ single player game, select the single player menu. From here you can begin a NEW GAME, CONTINUE from your last played mission or choose CHAPTERS to re-play a previously completed chapter.

When starting a new game, you will have a choice of difficulty levels: easy, normal, difficult, or authentic. In authentic mode, the difficulty is set very high, and suppression indicators are turned off by default, to simulate battlefield conditions as authentically as possible.

PAUSING THE GAME

At any point during a chapter in the single player game, you can press the START button to pause the game. From the Pause menu, you can restart the chapter, reload your previously saved checkpoint or quit the chapter (losing any saved progress from your last checkpoint). Press the START button again to resume the mission.

Upon completion of each chapter, you will be awarded a medal based upon your performance as a soldier and a squad leader. Once you have completed a chapter, you can go back at any time and replay that chapter from the load menu to attempt a better score. Anytime you replay and complete a chapter, the game will automatically save the best score to your profile.

BROTHERS IN ARMS Road to Hill 30™

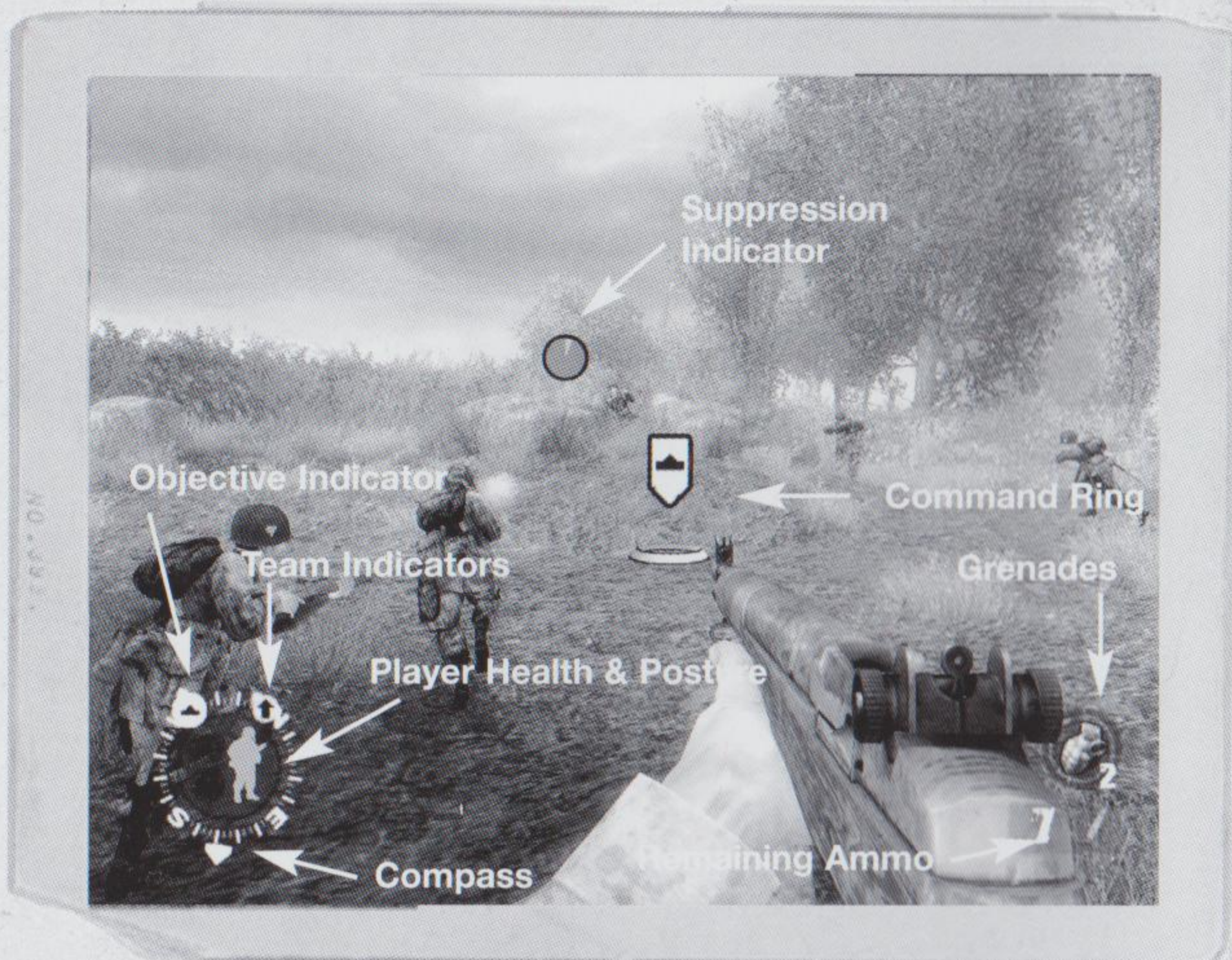
CHAPTER VIII

PLAYING BROTHER IN ARMS™

When playing BROTHERS IN ARMS Road to Hill 30™, you will step into the boots of Sgt. Matt Baker and lead the 3rd Squad, 3rd Platoon, Fox Company, 502nd Parachute Infantry Regiment, 101st Airborne Division. The 101st Airborne, the Screaming Eagles, spearheaded the D-Day invasion by parachuting into German-occupied France near the Utah Beach invasion area and secured key objectives in Normandy. This was a dangerous mission behind enemy lines, and will require you to not only perform as an elite US Army paratrooper, but also to command a squad of fellow paratroopers in a number of engagements with the enemy.

IN-GAME INTERFACE (HUD)

While playing BROTHERS IN ARMS Road to Hill 30™, you will look out through the eyes of Baker. Certain information will be displayed on screen, such as health, objective locations, fire team status and other critical data that is essential to game play. The HUD (heads up display) has multiple elements that are positioned at different locations on the screen.



Compass - Show you the direction you are facing.

Objective Indicator - Arrows on the outside of the compass which point the direction of your next objective in each chapter.

Team Indicators - Shows the direction and relative health of the members of your team(s)/tank for that chapter. Each team is represented by a different symbol, for your assault team, base of fire team, or tank. When the teams are in the "fall in" position, they will move from the outer ring of the compass to inside.

Player Health & Posture - Shows your level of health in the game - as Baker is wounded, the icon will turn from green to yellow to red. This icon will also change from a standing soldier to a crouching one depending on Baker's current posture.

SOLDIER'S HANDBOOK

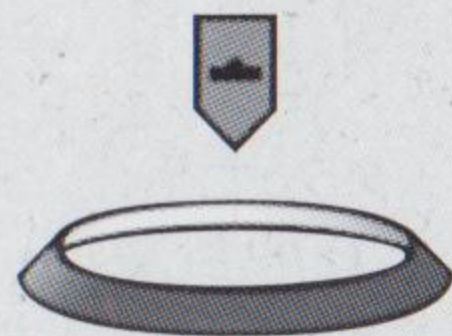
Ammo - Shows the ammunition count in the weapon Baker is holding. When the weapon runs out of ammunition, Baker will automatically reload it, and the total number of ammunition will briefly be displayed.

Grenades - Shows the number of grenades that Baker is currently carrying.



Command Ring

This will appear anytime Baker is commanding one of his squads (or a tank) by pressing the command button (default is L1 button). The flag over the ring shows the symbol for which unit is being commanded (assault team, fire team, or tank) and the command ring shows where they are being directed to.



Suppression Indicator

Shows the location and level of suppression of enemy units. Suppression indicators will appear over the center of the enemy team.

Movement

You can direct Matt Baker through the world by using the two thumbsticks on the controller - by default, the right analog stick controls Baker's view, making him look up and down or turn to the left or right. The left analog stick moves Baker in a given direction, forward, back, left or right. Use the analog stick in combination to move fluidly.

By pressing the crouch button (default is L3 button), you can make Baker crouch. He will stay crouched until the button is pressed again. Baker will move slower when crouching, but he can take cover behind various objects and presents a smaller target.

Health

When Baker is hit by enemy fire, he will be wounded. When Baker is hit, blood will get in his eyes, splashed from the direction from which he was shot - this can be crucial in determining the direction of attack. Occasionally, Baker will be grazed by a bullet, and near miss which shows up as a white halo on the edge of the screen. Be sure to watch the health indicator closely when in combat - as in real war, there are no magic health packs or canteens to bring him back to life. If Baker is wounded severely, he will die.

At certain times during combat, Baker might get too close to an explosion from a bomb, grenade, etc., and be knocked down from the concussion. After a few moments, he will clear his head and get back up, though it might take him a second or two for his balance and eyesight to return to normal.

Ammunition

Baker can carry up to two weapons, five grenades, and explosives during a chapter. Baker can switch weapons by pressing the weapon switch button (default is R2 button). He can also throw grenades at any time by pressing the grenade button (default is  button).

BROTHERS IN ARMS Road to Hill 30™

Baker will begin the mission with a set of weapons and grenades that are necessary to complete his mission - however, as you progress through a mission, you will come across dropped Allied or enemy weapons or ammunition that Baker can pick up. To pick up a weapon, walk over to it and press and hold the  button to switch it with the weapon Baker is currently holding. (Baker can only carry two weapons at a time, so switch to the weapon) Each weapon Baker carries uses specific ammunition, though some weapons will share the same ammo type (see Weapons on page 13 for more information). To pick up ammunition or grenades, simply walk over to them and Baker will automatically pick them up and add them to his supplies. (Baker will only pick up ammunition if it works in a weapon he is currently carrying.) Remember that specific weapons, such as rocket launchers or sniper rifles, are sometimes necessary to complete specific missions, so manage your weapons carefully.

Squad Command System

Baker is a squad leader - since he is a paratrooper in enemy territory, he will often be outnumbered and must rely on the men under his command to help him defeat those enemies and complete the mission objectives. His squad is divided into two teams - the assault team and the fire team. The assault team carries lighter weapons and more grenades for hitting the enemy fast and hard - use them when you want to assault an enemy or flank his position. The fire team carries longer-range rifles and heavier machine guns - use them to fix an enemy into position and keep them suppressed while the assault team flanks them.

To command a team, first press the team selector button to toggle between the two squads (default is left/right directional button). At various times, Baker will have one team to command, two teams, or a team and a tank. Then, pull the command button (default is the L1 button) and the command ring will appear on the ground in front of Baker. Using the right analog stick, move the command ring to the objective.

- To move the team: direct the command ring where you want the squad to go, and release the button.
- To command the team to attack: direct the command ring to the enemy to be attacked - when the ring disappears and the flag turns red, release the command button.
- To command the team to rush an enemy: direct the command ring to the enemy to be attacked - when the ring disappears and the flag turns red, press the fire button (R1 button).

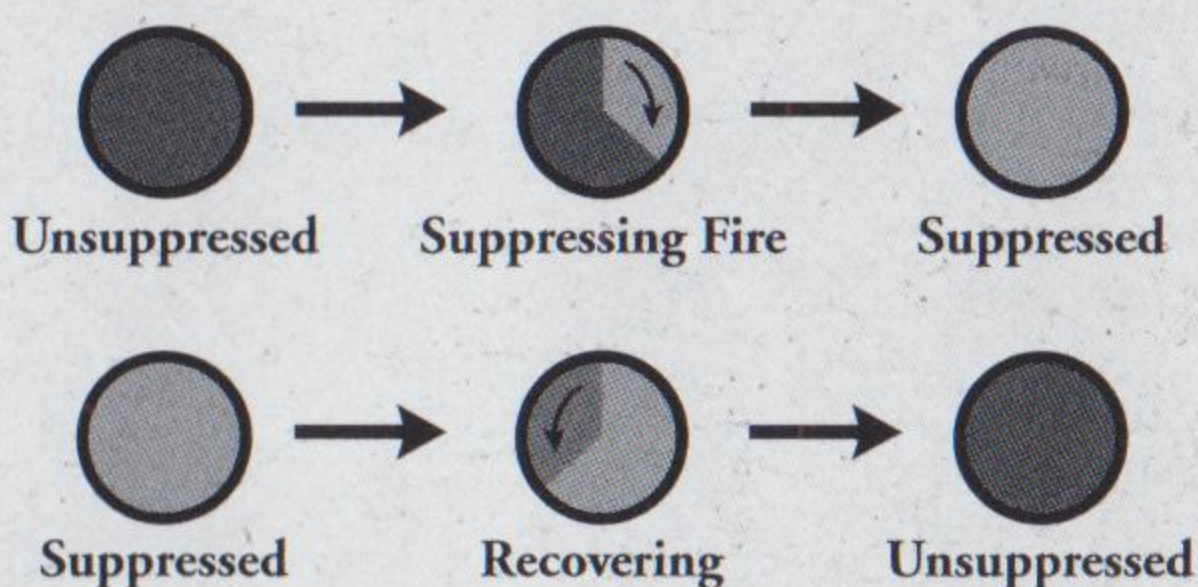
You can also command a team to follow Baker by pressing the "fall in" button (default is down directional button). The team will now surround Baker, and reposition themselves whenever he moves. To release the team from the "fall in" position, issue a movement or attack command, or press the "fall out" button (default is up directional button). When any command has been issued, Baker will make the corresponding hand signal to direct his squad.

SOLDIER'S HANDBOOK

Like any good soldiers, Baker's squad will follow his orders, but if they see an enemy soldier or are fired upon, they will automatically open or return fire. They will also cover each other, and when moving, will seek the best cover for themselves and their teammates to avoid being shot.

Enemy Suppression

When Baker and his squad engage a team of enemy soldiers, you will see a suppression indicator appear above the center of the enemy unit. This indicator will first appear red, but when the unit is fired upon, it will gradually turn gray. With enough fire directed at the unit, the icon will turn completely gray, indicating that the unit is suppressed and will keep their heads down behind cover, firing only occasionally. This is usually the best time to flank and attack the enemy position - they will respond as real soldiers under heavy fire, and keep their heads down for fear of being shot.



Without additional covering fire, however, the enemy unit will not stay suppressed for long. Unless fire is continued to be directed at them, the unit's icon will gradually turn a darker gray, until the unit becomes unsuppressed and the icon turns red again, at which point they will begin firing again at an increased rate. (*Suppression indicators can be turned off in the options menu.*)

Situational Awareness View

When the paratroopers of the 101st Airborne Division prepared for the invasion of Normandy, they extensively studied maps, photos, and sand tables of the French countryside. As the player, you have access to similar information through the situational awareness view. At any time during combat, you can press the button for Situational Awareness (default is SELECT button), which will pause the game and allow you to examine the current mission situation from above. This view will allow you to switch your focus between Matt Baker, his squad members, his objective, and any enemy forces which are standing in his way. Enemy forces, however, will only appear in situational awareness if Matt has already seen them and knows their location - thus, more soldiers may be present in a location than shows up in the situational awareness view. You can zoom in on various focus points (Matt, enemies, objectives, squad, etc.) by pressing the zoom button (default is R3 button), and can rotate around them by moving the left analog stick. When you are finished examining the situation, press the Situational Awareness button again to return to combat.

MULTIPLAYER GAME

MULTIPLAYER MENU

When playing BROTHERS IN ARMS Road to Hill 30™ multiplayer game, you can play Split Screen on a single console, or play against opponents online through ubi.com.

USER PROFILES

Before playing a multiplayer game, you will first have to set up a profile
- You can set-up or load a profile when entering the game.

SPLIT SCREEN GAME

To play a Split Screen game (two players on the same console, one at the top of the TV screen and one at the bottom), select Split Screen from the Multiplayer Menu. Select the game mission you wish to play from the list on the screen.



Note: the Split Screen game type will only be available from the Multiplayer Menu if there are two analog controllers (DUALSHOCK®2) inserted.

SOLDIER'S HANDBOOK

PLAY ON-LINE ON UBI.COM

Before accessing the general ubi.com menu, you must select a network selection.

Validate your choice with **X** button.

You will also have to choose or create an account on ubi.com. Once this has been done, you can Choose a Lobby, access your Friend List or consult the Statistics stored on the ubi.com server. Press L1 button / R1 button to choose.

LOBBIES: Choose one of the lobbies available to create / join a game.

FRIENDS: Acces your list of friends, join their lobby or their game or send them messages.

STATS: View the TOP ranked players on ubi.com, check your statistics and rank.

Take Brothers in Arms Road to Hill 30™ to the next level!

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By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, Our support representatives can assist you from 9:00 am until 7:00pm, Monday – Friday (excluding Bank Holidays) on Telephone: 0905-482-0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

Australian technical support

Technical Support Info Hotline

1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

HINTS & TIPS

Looking for cheats to go up to the next level? Call us for Hints and Tips

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Monday – Friday (excluding Bank Holidays) to speak to one of our representatives. Calls cost £1.50 per minute, please ask permission from the person who pays the phone bill before making the call.

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SOLDIER'S HANDBOOK

NOTES

NOTES

SOLDIER'S HANDBOOK

NOTES

BROTHER'S IN ARMS ROAD TO HILL 30™

Dedicated to:

The veterans of the 101st Airborne.

The Greatest Generation,

**for having the courage to stand against evil
and win the war against fascism.**

**And all those who have fought and died
in the defense of human freedom.**

Customer Services Numbers

• **Australia** 1300 365 911

Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Österreich** 0820 500 535

0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Belgique/België/Belgien** 011 516 406

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Danmark** 33 26 68 00

Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• **Suomi** 0600-411911

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• **France** 0820 31 32 33

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• **Deutschland** 01805 766 977

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• **Ελλάδα** (00 301) 677 7701

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TOM CLANCY'S

SPLINTER CELL CHAOS THEORY™



COMING MARCH 2005

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